NES-SE-USA

# SEIRIS

®

FCI

**Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.**

## Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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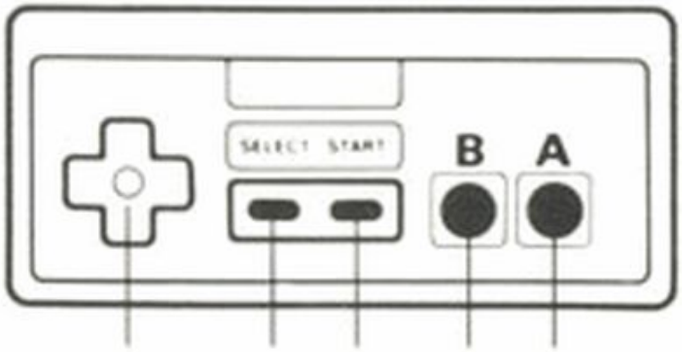
# Seicross Story

Here on the planet Colura lived two different tribes. One was the Petras, a highly civilized tribe. Another was the Basrah, a vicious tribe. The larger Basrah all of a sudden declared war on the Petras. The Petras were very civilized, and were pacifists who did not possess enough arms and weapons to protect themselves against the Basrah's attack. They were quickly driven underground without much resistance. A handful of the Petras were left and a few ex-captives who barely escaped from the Basrah were waiting to be rescued. Finally the Petras developed a mini-size rescue bike which they called Gilgitt Petras. They blasted off on Gilgitt Petras from their secret hideout to rescue the Petras who still remained behind.

Race your bike along thrilling backgrounds as you battle alien enemies. The serenity of the space city is broken as players blast off into space from the gate in order to save their people who are left in the battlefield.

# Name of Controller Parts and Operating Instructions

**Use Controller 1 for 1 player games**
**Use Controller 2 for second player in 2 player games**



1 CONTROL Pad

2 SELECT Button
3 START Button
4 B Button
5 A Button

CONTROL Pad: Operates Gilgitt Petras
SELECT Button: Use this button on title screen to select 1 Player or 2 Player game.
START Button: Push this button to start the game. If you push it during the game, the game stops. If you push the button once more, the game starts again.
B Button: Shoots a laser beam.
A Button: Shoots a laser beam.

## How to Play

Seicross consists of three different rotating scenes. There is a bike chase in the obstacle zone, a bike chase in the slippery zone, and a final battle with the Dinosaur Tank across the battery zone. As the game proceeds, the enemy gets tougher. This is more than just a shooting game. You also have to concentrate on avoiding enemy bikes and other obstacles. But you have the energy beam gun to defend yourself.

- Control Gilgitt using Button ✣. Use Gilgitt to throw the enemy's bike into the wall and other obstacles. You can also destroy enemies with the energy beam gun.
- Unless you destroy an entire battery of enemies, shells will be launched off from behind you. You can't, however, destroy ancient obstacles such as

- If the energy level indicated on the score panel becomes zero, Gilgitt stops functioning. You have to obtain Energy Packs to build up the energy level.
- Be careful not to move around a lot in the slippery zone. If you do, you'll probably slip and hit obstacles.

- You'll get bonus points when you rescue the Petras. However, if you save too many Petras, Gilgitt's energy will be exhausted quickly. So in order to replenish your energy be sure to collect the Energy Pack whenever it comes out.

- Don't touch batteries and . Even if you explode them, their wrecks will remain and become obstacles.
- When you collect the Petras' favorite things on the way, you'll get bonus points. (It's up to you to figure out what the Petras liked.)

# Characters

1. **Gilgitt Petras:**
   **Player**
   He rides on a motor bike and rescues the Petras who remain on the ground. He also attacks and destroys the enemy.

2. **Basrah bike:**
   **300**
   It is the enemy's mini-size motor bike. The soldiers are reckless and throw themselves against you. So be careful!

3. **The Petras:**
   **100**
   They are the captives of the Basrah and still remain on the ground. If you save them, you will get bonus points.

4. **Energy pack:**
   It contains energy to run the player's bike. If your energy runs out, you can't operate the bike.

5. **Warme Stone:**
   **300**
   Rock Cannon. It attacks everything. If you explode it, it will change color but remain there.

6. **Apton:**
   **300**
   Vegetal Cannon. If you explode it once, the wreck remains.

7. **Gabium:**
   **200**
   Energy Cannon. It attacks the player solo.

8. **Taron Dome:**
   **200**
   When the Quartz Energy explodes inside it, the claw opens and fires bullets.

# Characters

9. **Bodgiff:**
**200**
C-level Energy Cannon. Its cannonballs will split into three parts and each part blasts off separately.

13. **Dinosaur Fossil:**
**500**
A fossil of a dinosaur that the ancient Petras used to keep as their pet. Sometimes the alien Pilpul hides inside it.

10. **Triangle Wall:**
**200**
B-level Energy Cannon. A high power cannon.

14. **Radar Buoy:**
**200**
The enemy's radar control system. Unless you destroy this, your enemy's attack gets stronger.

11. **Comsolar:**
**200**
A-level Defensive Energy Cannon. This powerful weapon launches shells into 8 different directions at the same time.

15. **Powarmon:**
**200**
A special booby trap that radiates electric-energy magentic waves. It is devised to block Gilgitt's way.

12. **Mirror Lurk:**
**200**
A digging machine for underground energy. If you destroy this machine, your enemy will have trouble getting energy!

16. **Sharking:**
**200**
A small surveillance base. If it detects Gilgitt, it attacks it.

# Characters

17. **Chenobalm**
A gigantic plant that has absorbed the Basrah's energy. It does not attack.

21. **BalTank:**
**500**
It is the most powerful weapon of the Basrah. This Dinosaur Tank blocks Gilgitt.

18. **Merameshra:**
**100**
Gigantic plant. It does not attack, either.

22. **The Pilpul alien:**
An alien hired by the Basrah for the battle. They hide and try to attack Gilgitt.

19. **King Merameshra:**
**100**
Larger version of Merameshra. It does not attack, either.

23. **Brain:**
**10,000**
This is an alien object that never comes out. It does not attack.

20. **Pigoran:**
**500**
It is under the Basrah's control. It attacks Gilgitt.

## Techniques for Ultimate Victory

- The Red bike is especially tough. Be on your guard and attack it with your full strength!
- Always destroy the dinosaur's fossils! If you destroy the Pilpul alien hiding inside the fossil, you'll get bonus points.
- When you destroy the Radar Buoy, Power Star comes out. If you pick it up, your energy beam gets powered up.
- If you try to pick up every Energy Pack, you might go too far and encounter too many obstacles. Be careful to check the meter level and catch only as many as necessary.
- If you save too many Petras, your bike becomes too heavy and the energy will get consumed too quickly. However, Petras will give you bonus points. So choose them carefully.

## Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

*How to Identify and Resolve Radio-TV interference problems.* This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

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